worker on a particular task at a particular location. As described above, in the case of system 100a, this information is transmitted to server 112a as it is read. In the case of system 100b, this information is securely stored in the memory scanner 114 and is uploaded to a terminal and sent over the Internet

5   to the central server 112b upon completion of the shift. As will be described in more detail below, this enables reports to be printed that not only indicate how much time was spent at the particular location, but also how much time was spent at particular tasks at particular locations.

[0043]   Preferably, where multiple barcodes are provided at each

10   location to designate the different tasks to be performed at that location, each such barcode will express the same location code identifying that location. Alternatively, however, each of these barcodes may identify task information only. However, as information regarding where each task is to be performed is stored on the server 112, when a task code read from each barcode is

15   received by the server 112, the location can be determined. Thus, even the task code on its own may constitute a location identification code.

[0044]   Referring to Figure 4, a site outline for the application program 200 installed on the server of Figure 3 is shown in a block diagram. In the description that follows, customers are distinguished from clients. That is, the

20   application program 200 of Figure 4 provides clients with the means to track how their workers provide services to customers. Thus, each client may be in the business of providing services to many customers. As shown in Figure 4, the first step for a client is to log in as shown in the login screen 202.

[0045]   Referring to Figure 5, the login screen 202 is shown as a screen

25   capture. As shown in Figure 5, a client will first identify itself – in the case of Figure 5 as "client A", and then enter a password that is unique to that client. As shown in Figure 5, this password is not displayed on the screen. Then, the client will click the login bar 202a, and the server in step 204 checks to make sure that the login information is correct for client A. If the login information is

30   correct for client A, then the server admits the client into a secure silo for that client and screen 206, shown in Figure 6, provides the client with choices on